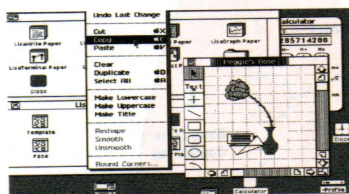# INSANELY GREAT STEVE JOBS

CHM

SEE THESE OBJECTS TO LEARN MORE ABOUT STEVE JOBS:

REVOLUTION: INPUT & OUTPUT

Xerox PARC, 1979

Apple engineers, and CEO Steve Jobs, visited Xerox PARC in December 1979 to see the Xerox graphical user interface and look "under the hood." That visit inspired the Apple Lisa and Macintosh projects.
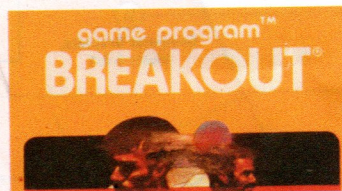
REVOLUTION: GRAPHICS, MUSIC & ART

Pixar Image Computer, 1986

In 1986, Steve Jobs bought the computer graphics division of Lucasfilm, renaming it Pixar. The Image Computer was used in high-performance graphics rendering for scientific and animation work.

REVOLUTION: COMPUTER GAMES

Breakout, 1976

Breakout was one of the most popular games in the early days of video games. Atari chief engineer Al Alcorn assigned part-time Atari employee Steve Jobs to design the single-player game, which was similar to Pong.

Steve Jobs was one of the most influential people of the last fifty years. From humble roots in a Silicon Valley garage, he and best friend Steve Wozniak translated their passion for technology into the world's largest company. Jobs's remarkable life is reflected in the industries he transformed: music, publishing, movies, mobile phones and tablet computing.
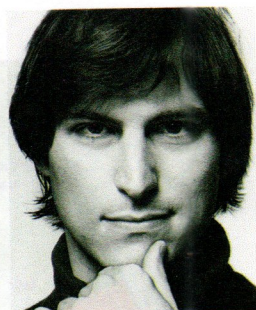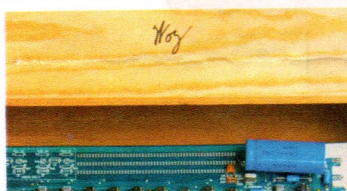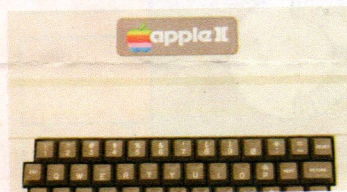
REVOLUTION: PERSONAL COMPUTERS

Apple 1, 1976

Steve Wozniak and Steve Jobs founded Apple Computer in 1976. They were able to buy the parts to fill their first order from Palo Alto's Byte Shop: 50 Apple-1 computers at $500 each. CHM's Apple 1 is autographed by Wozniak—"Woz."

REVOLUTION: PERSONAL COMPUTERS

Apple II, 1977

When it debuted in 1977, the Apple II was promoted as an extraordinary computer for ordinary people. The user-friendly design, built-in BASIC programming language and color display made the Apple II a blockbuster in personal computing.

REVOLUTION: PERSONAL COMPUTERS

Apple Macintosh, 1984

Xerox PARC experimented with icons and pointing devices before Apple unveiled its Macintosh. But it was the Mac that introduced the idea of a graphical user interface to the public, making the Mac "the computer for the rest of us."

PHOTO BY NORMAN SEEFF

Steve Jobs, 1955-2011

REVOLUTION: MOBILE COMPUTING

iPhone, 2007

Announced by Steve Jobs in January 2007, the iPhone's phenomenal popularity created a new computing platform that brought mobile Web browsing and a touch interface to a worldwide audience. A companion "App Store" was later released.

REVOLUTION: MOBILE COMPUTING

iPod, 2001

Based on a new type of miniature hard drive, Apple's iPod was not the first digital music player, but it was the first to "put 1,000 songs in your pocket." Two years later, the iTunes Music Store opened, changing the global music industry.

REVOLUTION: NETWORKING & THE WEB

NeXT Cube, 1990

When Jobs left Apple in 1985, he founded NeXT Computer, Inc. to design high-performance Unix workstations for the academic and scientific markets. Tim Berners-Lee used a NeXT computer to invent the World Wide Web.

REVISED 01.2022

To learn more visit: computerhistory.org

SEE THESE OBJECTS TO LEARN MORE ABOUT STEVE JOBS.

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CHANGING GALLERY

Orientation Theater

Museum Store

REVOLUTION (ENTRANCE)

SOFTWARE LAB

Wikipedia
Texting
Car Crash Simulation
World of Warcraft
MRI
Photoshop
MP3

Main Lobby

Cloud Bistro

Reception

LEARNING LAB

The Harlan E. Anderson Arena

Imaginarium

The Hub

The Lab Inside the Lab

DEC PDP-1 DEMO LAB

IBM 1401 DEMO LAB

MUSEUM ENTRANCE

Restrooms

Elevator

Exhibition Guidelines (Ground Floor):

No Food or Drink

No Flash Photography

Do Not Touch the Artifacts

No Backpacks or Luggage

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